

PSASL MOVES INTO THE YEAR 2000

Welcome to the Winter 2000 edition of the Puget Sound ASLers newsletter, **CX**.

See inside for news about:

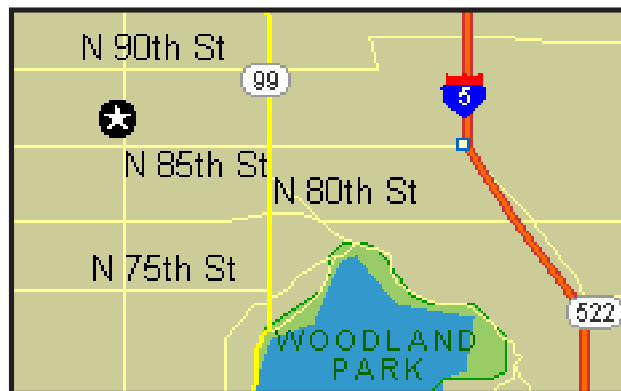
- ❖ The Puget Sound ASL club,
- ❖ Upcoming PSASL meetings,
- ❖ Opportunities for play testing,
- ❖ Three Player Scenario!

The winning scenario of the 1999 PSASL Scenario Design Contest is included along with a bonus PTO scenario.

COME PLAY ASL

PSASL now meets at Gary's Games. Gary's is a more convenient meeting place. Additionally, we get 10% off all ASL merchandise on game days.

The club meets every other Saturday, usually the second and fourth weekends of the month, although please check our PSASL website for exact dates. Gaming session lasts during store hours, which are 9 a.m. to 5 p.m. The recent high turnout allows for pick up games or players may arrange matches prior to meeting. For more information about how to get to there, feel free to call Gary's Games.



Gary's Games
(206) 789-8891

8539 Greenwood Ave. N, Seattle, WA

Take the N. 85th exit off I-5, follow for a mile or so to Greenwood and take a right, Gary's is on the left next to McDonald's.

Our Purpose

PSASL welcomes all SL/ASL players of any experience level. If you are new to the game, curious to see what it is all about, or just visiting, we encourage you to call or come by. Feel free to contact any of the club representatives, Jeff Newell or Dan Owsen at the e-mail below. For most current club meeting dates or for any other questions, check the PSASL web site. We are not a club nor are membership and fees required. Ownership of the game or rules is not required. In fact, there is even an ASL set for anyone to use.

PSASL Information

PSASL web site: <http://go.to/psasl>

PSASL contact Jeff Newell: jnewell@nwlink.com

Phone: (206) 789-4549

PSASL contact Sam Belcher: sambelcher@hotmail.com

PSASL web master Dan Owsen: adsquadldr@aol.com

Gary's Games: (206) 789-8891

Multi Man Publications web site:

www.advancedsquadleader.com

ASL Crossroads Links to Everything web site:

www.tigertank.com/aslcrossroads/links

Upcoming Events

Open ASL at Gary's Games:

January 8,22,29

April 8, 22

February 12, 26

May 6, 20,

March 11, 25

June 13, 27

Enfilade ASL Tournament

May 26-28



THE PUGET SOUND ASL NEWSLETTER

1999 PSASL Scenario Design Contest Winner Announced

PSASL recently held its first scenario design contest and we are proud to publish the winning scenario here. The contest was held to tap into the vast reservoir of talent of the club's membership.

Perhaps with the gentle prodding of this contest we were able to convince players to try their hand at scenario design. No one doubts our abilities. The most severe restriction, however, appears to be lack of time on our parts. Certainly we all have to understand

this since families, job and other interests need to come first.

The contest was to design a three-player scenario. This format has proven to be popular although there is a remarkable shortage of scenarios. Details and implementation were left up to the designers. Scott Jackson had the winning scenario with his Italian/Hungarian/partisan free-for-all. The conflict, although hypothetical, was based on real events - it just formalizes the sequence.

His design won him a copy of Microsoft's Asherson's Call.

Also included is a bonus scenario by Dan Owsen. We hope to publish more scenarios in future issues and would like to make the invitation for all players to submit their designs. The scenario does not have to be in the final version although we ask it be play tested at least once before publication. With the success of this contest, we are planning other ones and hope you can participate.

Ring in the New Year

by Jeff Newell

I would like say 1999 was a good year for the club. Special thanks go to: Mark for the pocket cards; Robert for our newsletter; Dan for our web site; David, Scott and Sam for making T-shirts; Sam for organizing our phone/mailling list and Harold who donated a bookcase to store the PSASL ASL set.

Enfilade (the PSASL yearly tournament) is the last weekend in May. We need volunteers to step forward, grab the reigns and start organizing this baby.

Gary's Games is graciously accommodating us. There is a well-lit, spacious room for up to 20 ASL players (10 games) and several can remain set up which is perfect for campaign games. There is also a coffee maker, a refrigerator, set of ASL rules, Yanks, Beyond Valor, West of Alemein for club use. It is also next to McDonalds and plenty of free parking.

Finally, thanks to Brian (the weekend clerk at Gary's) for his support. PSASL gave him our Solitaire ASL game. He is getting back into ASL and does not have a lot of FTF opportunities.

Playtest Opportunities

The growing popularity of ASL is due mostly to the proliferation of new scenarios. Ultimately the final judge of modules is by the quality of the scenarios. The of good one are due, in no small part, to the skill and attention of the designer. However, equally important is the role of play testing.

Getting involved with play testing is not difficult. Contact your club leaders. They can get you in touch with groups needing testing. You can write the companies directly. MMP and third party manufacturers have web sites or e-mail address for this purpose. Most eagerly welcome new testers. Finally, even among the smallest groups of players, one of them will often have material they want tested.

Play testing has several rewards. Many like being involved with the development. Others like offering their suggestions to improve ASL. Still others just like playing scenarios before they actually come out. Regardless, it can be fun and challenging.

The requirements testing vary widely. Some require multiple playings, switching sides each time. Others will just want the win/loss record. They are always appreciative of well-kept records and notes. Each company will clearly define their requirements ahead of time.

Designer Notes for Armored Banzai: Fighting on Peleliu

by Dan Owsen

The idea for this scenario came from the book *With The Old Breed* by E. B Sledge. I have the Bantam War Book version (1986, 3rd edition), but it is also available in a newer edition that includes pictures. The action picks up on page 70. When I read this account, I thought it would be a great ASL scenario.

After my first draft at the scenario, I was surprised to see several people ask on the ASLML ask if anyone has done a scenario based on this engagement. No one replied affirmatively. In fact the only person who replied said something to the effect of effect of, "What fun could that be? The Japanese get wiped out."

Well, show me a scenario where the Japanese don't get wiped out and I'll show you a scenario that they have either lost for being chicken, or been very, very lucky in CC rolls. The most

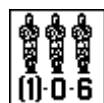
appealing aspect of this scenario for me is the possibility of a Japanese combined human wave/tank attack.

SSR 4 takes away a little of the American tank effectiveness since there were accounts of friendly fire during the battle. Sledge specifically mentions American tanks firing accidentally at some American units until an officer jumped onto one of the tanks and informed them of the situation.

I've been looking for other accounts of the battle and have only found a brief one in the Time Life *Island Fighting* book. I did find a few cool maps of Peleliu on the internet. I'd say play balance is slightly pro-USMC, but the victory conditions are tough. The random bombardment rule (SSR 2) is time consuming. However, it adds to the replay value to have a different battlefield layout every time.

Anyone with comments about this scenario, please e-mail me: danowsen@aol.com.

CX Newsletter Credits



Editor - Robert Delwood
PSASL Leaders:
10-3 Jeff Newell
10-0 Webmaster Dan Owsen
9+2 Sam Belcher.

About CX

Please feel free to contact anyone of us if you have questions, comments or would like to submit material. **CX** is a semi-regular publication of PSASL. We welcome articles or comments for publication but they should be of interest and relevance to ASL. All **CX** material is copyrighted by the author(s) and blatant violations without their permissions is downright foolishness. More importantly, all copyrights mentioned in this newsletter are owned by their respective companies. Counter artwork curtesy of Carl Fung. •



**WINNER OF THE 1999 PSASL
SCENARIO DESIGN CONTEST**

**THREE PLAYER
SCENARIO!**

Balkan Ballet

PSASL 1 Designed by Scott "Stonewall" Jackson

May, 1944 – Metlika, Yugoslavia; goaded by their German masters and stinging from poor fitness reports to their superiors, nearby Italian and Hungarian occupation troops join in a drive against pesky partisans hiding near the mountain village of Metlika. The Italians will attack from the North, the Hungarians from the South—and both are determined to be the first to reach the village...and to kill more partisans than their true enemy—each other!

Victory Conditions

The single player with the highest VP total wins.

Italian or Hungarian: Each building controlled at game end is two VP for the controlling player.

Partisan: At the end of turn 6 and at the end of each game turn thereafter the Partisan player gets one VP per building he controls. The Partisan player gets ALL CVP from eliminated Italian and Hungarian unit—regardless of who caused their elimination.

Board Configuration

N↑

36	
	47
39	

Turn Record Chart

Partisan setup first	1	2	3	4	5	6	7	8	9	10
Axis move first (SSR 6)										

Partisan. SAN = 6. ELR = 5.

Set up anywhere that is more than three hexes from both enemy entry edges. See SSR 2. Use Italian support weapons including the 20L ATR and 45mm SW MTR.

Make a secret DR each for squads, support weapons, and leaders. Each category can only be used once. For subsequent DRs, reroll until an unused category is made.

Die Roll	Category	Squads	SWs	Leaders
2, 6, 8, 12	A	10 x 337	4 x LMG, 2 x DC	9-0 commissar, 8-1, 2 x 7-0
3, 5, 9, 11	B	11 x 337	4 x LMG, 2 x MTR	9-1, 8-1, 7-0, 6+1
4, 10	C	13 x 337	2 x MMG, 2 x ATR	9-2, 8-0, 7-0, 6+1
7	D	14 x 337	HMG, LMG, 2 x ATR	9-0 commissar, 8-1, 2 x 7-0

In addition to the above: 12 x ?

Axis. SAN = 2. ELR = 2.

Italians. Enter on north edge of board 36 on Turn 1:

6 x 3-4-6	1 x 7-0	1 x MMG	3 x L3/35
6 x 3-3-6	1 x 6+1	1 x HMG	
1 x 8-1	2 x LMG	2 x MTR	

Hungarians. Enter on south edge of board 39 on Turn 1:

4 x 3-4-7	1 x 8-0	2 x LMG	1 x MTR
12 x 3-3-6	1 x 7-0	1 x ATR	1 x radio (SSR 6)
	1 x 6+1	1 x MMG	

Special Scenario Rules

- EC are wet. Kindling is NA. All building and hut Hexes are considered Wooden Single Story Houses; LOS can go between huts without being blocked (though each hut hex only counts as one building hex for control and VP purposes). AFVs may treat paths as if they were trailbreaks.
- Partisans may use HIP for all but four of their squads; all their SW and SMC set up HIP or are noted on a side paper until used in combat (unless out of all GO enemy LOS), the SW is unpossessed, or the unit moves. Partisans do not suffer Captured Use penalties when using Italian SW.
- Italians and Hungarian are considered opposing axis units. Each opposing axis unit beginning a fire phase in the LOS of an opposing axis unit must be fired upon at least once. The first time an axis unit comes into the LOS of an opposing axis unit, it must be fire upon. In

- both cases, only an attack capable of producing a NMC (ignore possible Cower) is considered. However, all such weapons or units (even if FGs are required) must be attempted. This includes SW that have to be fired independently of other fire by the possessing unit. DFF, SFF and FPF are not required to be used. Hungarian OBA (along with the spotting radio SMC) is not require to attack Italians.
- Italian and Hungarian units may never occupy the same location. (so no OVR/INF OVR/moving through the same Location--even if either/both sides are concealed). For rout or rout purposes, however, they are considered friendly units.
- No Quarter has been declared by all sides against all sides.
- The Hungarian gets one module of 70+ mm OBA that can only fire Harassing HE fire. No card draw is required for the first OBA usage.
- Each Axis MPH and APh, a DR is made to determine who moves first—on a 7+ the Italians do, otherwise the Hungarians do.



PELELIU, 15 September, 1944: D-Day on Peleliu had just begun to reveal the new Japanese defensive plans that would be put into effect for the remainder of the war in the Pacific. Rather than throwing away men in suicidal banzai attacks, the Japanese defenders of Peleliu has constructed an intricate defense-in-depth, with mutually supporting positions covering every inch of the rocky, coral island. The USMC was in for one of its toughest fights of the war. One of the main objectives of the early attack on Peleliu was the large air strip, which would give US air power the range to strike at the Philippines. The USMC 5th Marines, 3rd Battalion, Company I were tasked with taking the airstrip. Pushing through the dense scrub that covered the island at this point, 3rd battalion became separated from the 7th Marines and formed a deep salient reaching into territory. The isolated units were in danger of being cut off and surrounded by the Japanese. At the airfield, the Japanese counterattacked, using their tanks and infantry in an uncharacteristic combined arms attack, an armored banzai.

Board Configuration

N ↑

38

Victory Conditions

The Marines win at game end if they control all of the buildings (or rubble created from buildings) on/between hexrows D and N.

Japanese setup first	1	2	^J 3	4	5	6	7	8
Marines move first	_M				_M	_M		

Balance

Japanese: Add 2 x 4-4-8 to the initial order of battle.

Marines: Delete SSR 4.

Marines. SAN = 3. ELR = 5.

Company I, 3rd Battalion, 5th Marines enter on turn 1 along south edge of board 38 on /between hexrows A through P:

9 x USMC 7-6-8 2 x HMG 1 x M2 Lt. Mtr
 1 x 9-1 leader 2 x MMG 6 x DC
 1 x 8-1 leader 1 x BAZ 44 3 x FT
 1 x 8-0 leader

Elements of Company K, 3rd Battalion, 5th Marines enter on Turn 5 along south edge of board 38 on/between hexrows Q and GG:

5 x USMC 7-6-8 1 x MMG
 1 x 9-2 leader 1 x M2 Lt. Mtr
 1 x 8-0 leader 2 x DC

Elements of 710th Tank Battalion enter on Turn 6 along south edge of board 38:

3 x Sherman M4A1

Japanese. SAN = 6. ELR = 4.

Elements of 14th Infantry Division set up anywhere on board 38, all may use HIP:

7 x 4-4-8 2 x LMG
 2 x 2-2-8 crew 1 x MMG
 1 x 10-1 2 x Lt MTR
 1 x 8-0 2 x DC
 1 x 2+5+7 pillbox
 1 x Type 1 Machine-Moved Gun

Armored elements enter on or after turn 3 along north or east edge of board. Some, none, or all may enter each turn:

6 x Type 95 HA-GO Light Tanks
 1 x 8-1 armor leader

Additional elements of 14th Infantry Division enter on or after turn 3 along north or east edge of board. All infantry units can enter as riders if entering with AFVs. Some, none or all may enter each turn:

6 x 4-4-8
 1 x LMG

Special Scenario Rules

- EC are normal with no wind at start. PTO Terrain (G.1) is in effect [EXC: all roads exist and are paved, all jungle is considered brush]. Buildings between hexrows D and N exist and are wooden.
- Prior to Japanese setup, the Americans must make one DR for every building and open ground hex on/between hexrows D and N. A DR ≤ 6 reduces a building to rubble (wooden) or creates shellholes in open ground. A rubble building is still considered a building for victory condition purposes.
- Coral Soil (G13.82) is in effect.
- If there are any friendly (US) units (concealed or otherwise) between (in LOS within the current CA and at shorter range) any US tank and an announced enemy target, the tank must pass a task check to fire at the intended enemy target. If the task check is not passed, the attack is instead made at the closest friendly unit within the tank's CA and LOS. The need for this task

check can be eliminated the first time a good order American leader passes an NTC in a location with a non-moving friendly tank. Attempting this NTC will make the SMC TI.

- No Japanese MMC may declare a banzai attack unless accompanied by an armored unit (D14.2).
- Japanese receive one module of 70+ OBA (with HE and WP) directed by an off-board observer at level 3 on the north edge of the board. The exact hex of the observer must be pre-recorded before the game. Americans cannot exchange mortars for OBA.
- All air strip hexes are considered controlled by the Japanese at the beginning of the game.
- Any American SW can set up or enter either dm or assembled. Any American MMC or infantry leader may operate the FT without a usage penalty.

Aftermath The Marine firepower was too much for the Japanese tanks, which were totally destroyed. The timely arrival of several Marine Shermans and elements of Company K saved Company I from being encircled by the Japanese counterattack, and the surviving Japanese soldiers were driven from the airfield and into the hills to the north. The fight for Peleliu was only beginning, however, and it would take many days to root the Japanese defenders from their elaborate cave defenses on Bloody Nose Ridge.